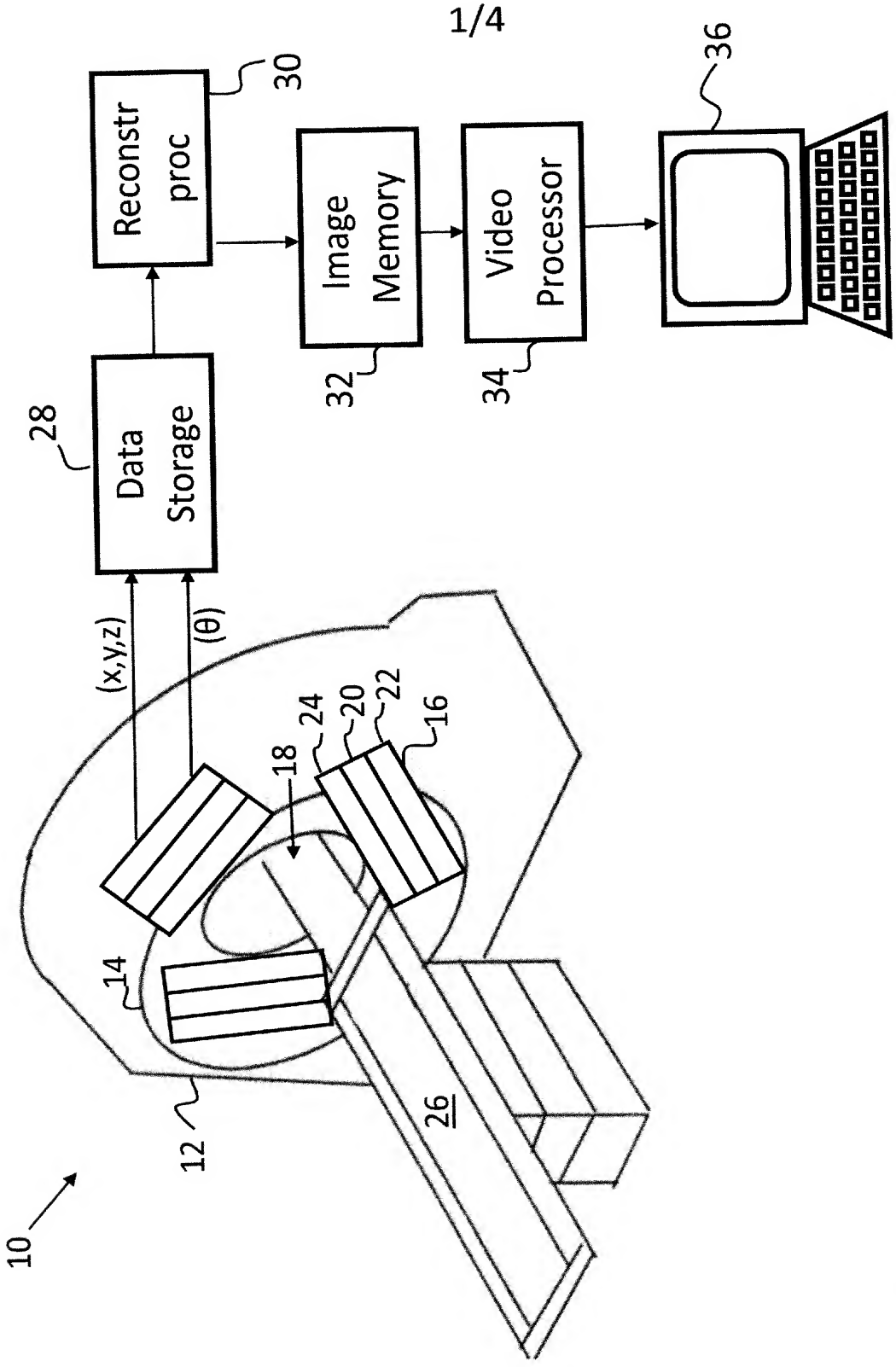
Reconstr proc
30
Image Memory
32
Video Processor
34
36
Data Storage
28
(x,y,z)
(θ)
10
12
14
16
18
20
22
24
26

FIG 1